This collection includes 14 models for Medieval or Fantasy game. It works with all Unity renderer pipelines.

Important:

- If you are using the Built-In renderer, just open the "Demo" scene.
- If you are using the URP renderer, go to the "Materials" folder and change the material shader to "Universal Renderer Pipeline -> Lit". Then open the "Demo" scene.
- If you are using the HDRP renderer, go to the "Materials" folder and change the material shader to "HDRP -> Lit". Then open the "HDRP_Demo" scene.

All models use atlas textures. To use different color schemes, drag one of the color schemes from the "Textures" folder onto the material. To use multiple color schemes at the same time, duplicate the "Atlas" material, assign it the desired color scheme, and then apply this material to the model you need.

If you like this asset, please leave a review in the asset store, I would love to know your opinion about my work.